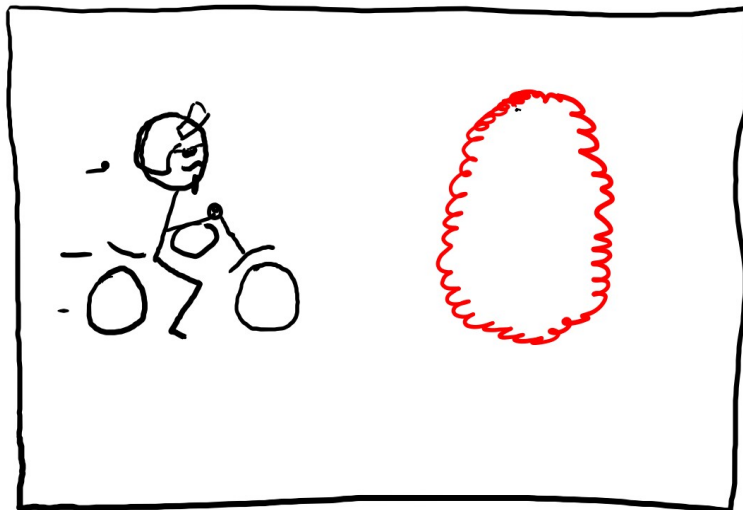


## Lab 06

### 1. Required

- ① Lesson 06 Bit Bunker
- ② Add animation to starter kit
  - (a) add canvas
  - (b) add context
  - (c) image - spritesheet (hdbs)
  - (d) animation code
  - (f) integrate into lesson 6

### 2. Sample Screen



>> Player x 50 y 120  
>> NPC x 400 y 120 ← Web console

### 3. Rubric

0 - 35 Basic Attempt

35 - 75 Intermediate Requirements as Published

75+ Expert mark with gameplay and or visual effect(s)